Kuzunuki et al.				
[54]	REAL TIME HANDWRITTEN CHARACTER INPUT SYSTEM			
[75]	Inventors: Soshiro Kuzunuki, Katsuta; Hiroshi Shojima, Hitachi; Masaki Miura, Hitachi; Junko Mori, Hitachi; Toshimi Mifune, Hitachi, all of Japan			
[73]	Assignee: Hitachi, Ltd., Tokyo, Japan			
[21]	Appl. No.: 897,836			
[22]	Filed: Aug. 19, 1986			
[30]	Foreign Application Priority Data			
Aug. 28, 1985 [JP] Japan 60-187258				
[51] [52]	Int. Cl. ⁴			
[58]	Field of Search			
[56]	References Cited			
	U.S. PATENT DOCUMENTS			
	4,408,302 10/1983 Fessel et al. 340/792 4,550,438 10/1985 Convis et al. 178/18			

4,562,304 12/1985 Ward et al. 382/13

United States Patent [19]

[11] Patent I	Number:
---------------	---------

[45] Date of Patent:

4,860,372

atent: Aug. 22, 1989

4,624,587	11/1986	Ueno et al 340/792
4,639,720	1/1987	Rympalski et al 340/707
4,641,354	2/1987	Fukunaga et al 382/13
4,672,677	6/1987	Yamakawa
4,680,804	7/1987	Kuzunuki et al 382/13

Primary Examiner—Leo H. Boudreau
Assistant Examiner—Donald J. Daley

Attorney, Agent, or Firm—Antonelli, Terry & Wands

[57] ABSTRACT

A plurality of handwritten character input buffers are provided to form a circular buffer by connecting both end character input buffers. The circular buffer is provided with a cursor pointer for indicating the position of the buffer where a recognized character is loaded. Every time a character is recognized, its character code is loaded at the buffer indicated by the content of the cursor pointer and thereafter, the content of the cursor pointer is incremented by 1. At least an input buffer after the buffer indicated by the content of the cursor pointer, where a handwritten character is next written, is cleared. Then, the content of the character input buffer is displayed on a display.

13 Claims, 8 Drawing Sheets

